

BADLANDS AIRSOFT

OPERATION BLACK HORIZON

WAR FOR KOROVA - CHAPTER I

PLAYER INFORMATION PACKET

APPROVED FOR PLAYER RELEASE

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Player-facing information only

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READ ME

Review this packet before arriving

Operation Black Horizon is an objective-driven airsoft event built around teamwork, leadership, communication, and adapting to battlefield updates. This packet contains the information every participant is permitted to know before game day. Commanders may receive additional orders during the event.

IMPORTANT

Only instructions issued by Badlands Airsoft staff, referees, or your authorized chain of command are official.

Event Information

Location	Badlands Airsoft: 4624 Dayton Springfield Rd, Springfield, OH 45502
Event Date	October 31st 2026
Gates Open	7:00 A.M.
Chronograph	Friday night from 6-8 P.M. Saturday morning 7 A.M.
Safety	8:30 A.M.
Game Brief	8:45 A.M.
Game Start	9:00 A.M.
Lunch	12:30 P.M.
END EX	5:00 P.M.

Basic Information

- Tickets are available online and will not be sold at the gate.
- Fill out a waiver if you haven't already.
- Camping out on Friday night is an option. Badlands Airsoft will cover the cost of camping for anyone who wants to camp out on Friday night. You can arrive anytime between 6-10 to camp out.
- Check in with staff if you are camping out so we can keep an accurate head count.
- Chrono will be open on Friday from 6-8 P.M.
- A staff member will be onsite all night should an issue arise.

Required Personal Equipment

- ANSI Z87.1-rated eye protection; players under 18 must also use full-face protection or approved lower-face protection.
- Hydration.
- Dead rag.
- Hydration.
- Two tourniquets.
- Hydration.
- Bio-BBs only.
- Hydration.
- Faction-correct uniform.
- Hydration.

- Radios for Squad Leaders and above are mandatory.
- Hydration.

CAMPAIGN BACKGROUND

War for Korova - Chapter I

The nation of Korova has descended into open conflict. Coalition Expeditionary Group (GREEN) units operating inside Korovan territory are preparing an emergency withdrawal before regional forces can close the corridor. Signals intelligence has identified Badlands Forward Air Base as the only remaining runway capable of supporting a large-scale extraction.

Korovan Defense Forces (TAN) have mobilized to secure the region and deny Coalition access to the airfield. Both formations are maneuvering toward the same objective, and neither possesses a complete picture of the battle.

CAMPAIGN CONTINUITY

The outcome of Operation Black Horizon will shape later chapters in the War for Korova series.

COALITION EXPEDITIONARY GROUP (GREEN)	KOROVAN DEFENSE FORCES (TAN)
• Green-dominant uniforms • Begins at the designated GREEN starting FOB • Mission updates flow through GREEN command	• Tan-dominant uniforms • Begins at the designated TAN starting FOB • Mission updates flow through TAN command

PUBLIC OPERATION ORDER

Operation Black Horizon

1. Situation

Coalition Expeditionary Group (GREEN) and Korovan Defense Forces (TAN) are converging on Badlands Forward Air Base. Control of the installation will determine whether the runway can support the operation developing inside Korova.

2. Mission

GREEN	TAN
• Capture Badlands Forward Air Base. • Hold the airfield. • Remain prepared for follow-on orders.	• Prevent GREEN control of Badlands Forward Air Base. • Secure the airfield. • Remain prepared for follow-on orders.

3. Execution

- Both factions deploy from separate starting FOBs.
- Commanders organize squads and assign tactical tasks.
- Mission updates may be delivered during play.
- Players follow the most current order issued through their command structure.

4. Sustainment

Players are responsible for water, batteries, BBs, required medical identifiers, and all personal equipment.

5. Command and Signal

Radio assignments and command channels will be provided during the game briefing.

FIELD RULES

Safety, sportsmanship and basic conduct

General Conduct

- Maintain sportsmanship. Referee decisions are final.
- Cheating, abusive conduct, or disrespect toward staff or participants may result in removal without refund.
- If you did not receive information from Badlands Airsoft staff or your authorized commander, do not treat it as official.
- When unsure, ask a referee.

Eye Protection and Safe Zones

- Eye protection stays on at all times outside designated safe zones.
- All replicas must be cleared, magazines removed, and barrel covers installed before entering a safe zone.
- Keep fingers off triggers unless actively firing.
- Yell 'BLIND MAN' if a person has removed eye protection in the active play area. Echo the call and stop play.

Emergency Procedure

REAL WORLD

For an actual injury or emergency, yell 'REAL WORLD.' Everyone who hears the call must echo it, place replicas on safe, and wait for staff direction.

GAMEPLAY RULES

Hits, buildings, grenades and movement

Calling Hits

- A hit anywhere on the player or worn gear counts.
- A hit to the replica does not count.
- Immediately yell 'HIT' or 'I'M OUT,' raise a hand or replica, display a dead rag, and lower yourself out of the active fire lane when practical.
- A wounded or eliminated player may move only a short distance when required for immediate safety.
- Wounded and eliminated players may not pass tactical information. A wounded player may call for a Medic.

Firing and Buildings

- Blind firing is prohibited. You must see where your BBs are traveling.
- If your head cannot fit through an opening, do not shoot through it.
- Buildings are treated as having simulated roofs.
- A grenade thrown over a building wall does not count as entering the building.
- There is no mandatory 'bang' rule; use good judgment at close range.

Wildlife, Property and Non-Combat Areas

- Do not shoot wildlife, trains, field equipment, or non-combat vehicles.
- Stay within marked field boundaries and follow all staff instructions.

REPLICA AND EQUIPMENT RULES

Chronograph, magazines, HPA and rate of fire

Chronograph

- Assault rifles, SMGs, LMGs, MMGs, and pistols are chronographed with 0.30 g BBs.
- DMRs and sniper rifles are chronographed using the BB weight that will be used in play, with a minimum of 0.30 g.
- Staff may re-chronograph any replica at any time.

HPA

- All HPA systems require a tournament lock.
- HPA replicas must be programmed and mechanically configured for their assigned weapon class.

Magazine Restrictions

- Standard rifles, SMGs, DMRs, and sniper systems use mid-capacity magazines unless event staff approves otherwise.
- Each standard replica is restricted to five mid-capacity magazines.
- LMG/MMG operators are restricted to one drum or box magazine.
- Only approved support weapons may use drum, box, or other realistic high-capacity magazines.
- No magazine reload restrictions.

Full-Auto Rate

MAXIMUM RATE OF FIRE

Any replica authorized for full automatic fire is limited to 25 rounds per second or less.

WEAPON CLASSES

Joule limits and minimum engagement distances

CLASS	ENERGY	MED	FIRE MODE	KEY REQUIREMENTS
Assault Rifle	0-1.55 J	None	Semi	Standard infantry replica
SMG	0-1.10 J	None	Full auto allowed	Small-caliber platform; midcaps only
LMG	Up to 1.55 J	50 ft	Full auto allowed	Approved support weapon
MMG	Up to 1.80 J	75 ft	Full auto allowed	Approved support weapon
DMR	1.56-2.10 J	75 ft	Semi only	Mechanically semi-locked; barrel over 20 in.; sidearm required
Sniper	2.10-2.70 J	100 ft	Bolt action	Spring, gas, or HPA bolt action; sidearm required

MINIMUM ENGAGEMENT DISTANCE

Players using LMG, MMG, DMR, or sniper replicas must transition to an approved sidearm when an opponent is inside the class MED.

RIFLES, SMGS AND SUPPORT WEAPONS

Class-specific requirements

Assault Rifle

- Maximum energy: 1.55 joules.
- No minimum engagement distance.
- Semi-automatic fire only.
- Standard five-midcap limit.

Submachine Gun (SMG)

- Maximum energy: 1.10 joules.
- No minimum engagement distance.
- Full automatic fire is permitted.
- Must represent a small-caliber platform of .45 caliber or less.
- Mid-capacity magazines only.

Light / Medium Machine Gun

- LMG: maximum 1.55 joules and 50-foot MED.
- MMG: maximum 1.80 joules and 75-foot MED.
- Full automatic fire is permitted.
- Per nine-person squad: no more than two LMGs, or one LMG and one MMG.
- Only realistic support-weapon configurations qualify for the support-gunner class.

DMR, SNIPER, SHIELDS AND PYRO

Specialized equipment

Designated Marksman Rifle

- Energy range: 1.56 to 2.10 joules.
- Minimum engagement distance: 75 feet.
- Must be mechanically locked to semi-automatic.
- Cannot be bolt action.
- Barrel length must exceed 20 inches.
- The operator must carry a sidearm at or below 1.55 joules.

Sniper Rifle

- Energy range: 2.10 to 2.70 joules.
- Minimum engagement distance: 100 feet.
- Spring, gas, and HPA bolt-action systems are permitted.
- The operator must carry a sidearm at or below 1.55 joules.

Riot Shields

- Riot shields require event-specific staff approval.
- Limit: one shield per 30 players on a faction.
- Approved shields must weigh at least 20 pounds and be constructed as a realistic protective shield.
- When receiving fire, the shield user must remain stationary or fall back.
- Grenades defeat riot shields.
- The shield user may carry only a pistol.

Pyrotechnics and Grenades

- Only commercially produced airsoft-approved pyrotechnics are permitted.
- Homemade pyrotechnics are prohibited.
- Approved grenades use a 15-foot casualty radius, or a direct BB hit when applicable.
- A player behind substantial cover is protected from the blast. If the player can see the grenade without substantial cover between them, the player is hit.
- A grenade casualty cannot be treated by a Medic and must return to a controlled FOB.

PLAYER ROLES

Squad structure and responsibilities

ROLE LIMITS

Per 10 man group: maximum 1 Support Gunner; 1 Designated Marksman, 1 Medic,

Per 20 man group: 1 Sniper

Combat Engineer is NA for this Operation

ROLE	PRIMARY FUNCTION	SPECIAL REQUIREMENT
Rifleman	General infantry and objective execution	Standard replica rules
Medic	Returns wounded players to play	Only role allowed to apply tourniquets
Support Gunner	Sustained suppressive fire	Approved LMG/MMG
Designated Marksman	Squad-level precision fire	DMR; remains with squad
Sniper	Independent reconnaissance and precision fire	Bolt-action sniper system
Combat Engineer	Objective-specific construction, destruction, or technical tasks	Staff/mission authorization
Squad Leader	Leads and controls a squad	Radio required
Executive Officer	Coordinates communication and supports the CO	Command radio
Commanding Officer	Directs the faction	Command radio

COMBAT ROLES

Rifleman, Medic and Support Gunner

Rifleman

The Rifleman is the standard infantry role and the backbone of each squad. Riflemen carry out orders from the Squad Leader, maneuver on objectives, provide security, and reinforce other elements as directed.

- May carry an approved primary replica and pistol.
- Follows standard magazine and fire-mode restrictions.
- Must remain responsive to the squad chain of command.

Medic

The Medic is the only player authorized to apply tourniquets and return wounded players to active play. Medics should remain close enough to support their squad without unnecessarily exposing themselves.

- Only Medics may place tourniquets.
- Medics may not remove tourniquets in the field.
- Medics follow normal casualty rules.

Support Gunner

The Support Gunner employs an approved LMG or MMG to provide sustained fire, protect movement, and suppress positions that prevent the squad from advancing.

- Full automatic fire is permitted within the class limits.
- Drum or box magazines are permitted only for approved support weapons.
- Observe all MED requirements.

SPECIALIST ROLES

Designated Marksman, Sniper and Combat Engineer

Designated Marksman

The Designated Marksman provides longer-range support while remaining attached to the squad. The role is intended to engage threats that are difficult for standard riflemen to reach, including opposing support gunners.

- Must remain with the assigned squad.
- Uses a mechanically semi-locked DMR.
- Must carry an approved sidearm.

Sniper

The Sniper is a mobile reconnaissance and precision role. Unlike the Designated Marksman, a Sniper may operate independently when assigned by command.

- Bolt-action replicas only.
- May maneuver independently.
- Must observe the 100-foot MED and carry an approved sidearm.

Combat Engineer

The Combat Engineer performs objective-specific technical tasks such as breaching, construction, destruction, device interaction, or vehicle-related missions when authorized by Game Control.

- Acts as a Rifleman when no engineering task is active.
- May interact only with objectives authorized for the role.
- Must follow mission-specific instructions.

COMMAND ROLES

Squad Leader, Executive Officer and Commanding Officer

Squad Leader

The Squad Leader controls the squad, receives orders from faction command, assigns tasks, and keeps the unit focused on the current objective.

- Radio required.
- Maintains accountability and communication.
- Relays mission updates to squad members.

Executive Officer

The Executive Officer supports the Commanding Officer and helps maintain communication between command and subordinate squads.

- Tracks reports and objective status.
- Coordinates units when directed.
- Assumes command if required.

Commanding Officer

The Commanding Officer directs the faction, receives official updates, develops the plan, and assigns missions to squads.

- Serves as the primary point of contact for Game Control.
- Maintains the command net.
- Ensures new orders are communicated promptly.

MEDIC AND CASUALTY RULES

Three-casualty tourniquet system

Only designated Medics may heal wounded players. Every player must begin the operation carrying two tourniquets.

CASUALTY	MEDIC ACTION		FOB ACTION	RESULT
First hit	Medic applies tourniquet 1	OR	5 min bleed out & respawn at FOB	Player returns to play
Second hit	Medic applies tourniquet 2	OR	5 min bleed out & respawn at FOB	Player returns to play
Third hit	No field treatment 3 min bleed out			Player returns to play

Tourniquet Control

- Tourniquets must remain attached to the player until the player reaches a FOB controlled by their faction.
- Only a Medic may apply a tourniquet.
- Tourniquets may be cleared only at a FOB controlled by the player's faction.
- After respawning, the player's casualty count resets and both tourniquets are available again.

Wounded Player Conduct

- Call the hit clearly and display a dead rag.
- Do not communicate tactical information.
- You may call for a Medic.
- Move only as required to leave an unsafe position or immediate fire lane.

FOB AND RESPAWN RULES

Control of respawn locations

Starting FOBs

Coalition Expeditionary Group (GREEN) and Korovan Defense Forces (TAN) each begin with one designated Forward Operating Base.

Additional FOBs

- A faction may capture and control more than one FOB.
- Any FOB controlled by a faction becomes an authorized respawn and tourniquet-clearing location for that faction.
- When a faction loses control of a FOB, it may no longer respawn or clear tourniquets there.
- Players may select any FOB currently controlled by their faction when a respawn is required.

CONTROL MATTERS

Capturing additional FOBs shortens reinforcement routes and changes where a faction can return to play.

BADLANDS AIR BASE

Determining control of the primary objective

Badlands Air Base is the principal objective in Operation Black Horizon. It is not a respawn location.

Airfield Control Requirements

REQUIRED ELEMENT 1	REQUIRED ELEMENT 2
Control the designated Command Post inside the airbase.	Control a majority of the designated airbase buildings.

AIR BASE STATUS

A faction controls Badlands Air Base only while it holds the Command Post and a majority of designated buildings at the same time.

Contested Airbase

If neither faction meets both requirements, the airfield is contested. Control changes only when one faction again holds the Command Post and the required building majority.

UNIFORM REQUIREMENTS

Faction identification is mandatory

Uniform colors are used to identify factions. Players must arrive in a complete uniform that clearly belongs to their assigned faction.

GREEN UNIFORM	TAN UNIFORM
• M81 Woodland • Woodland MARPAT • AOR2 • Flecktarn • ATACS-FG • Solid OD / green • Other staff-approved green-dominant patterns	• Multicam • Desert MARPAT • AOR1 • Three-color or six-color desert • ATACS-AU • Solid tan / coyote • Other staff-approved tan-dominant patterns

Uniform Consistency

- Your shirt or jacket, pants, and headgear must remain within your faction's color family.
- Do not mix a GREEN top with TAN bottoms, or TAN top with GREEN bottoms.
- Gear color does not determine faction; the uniform does.
- Players in an unapproved or ambiguous uniform may be denied field entry or reassigned.

TAN CAMOUFLAGE EXAMPLES

Korovan Defense Forces (TAN)

- TAN

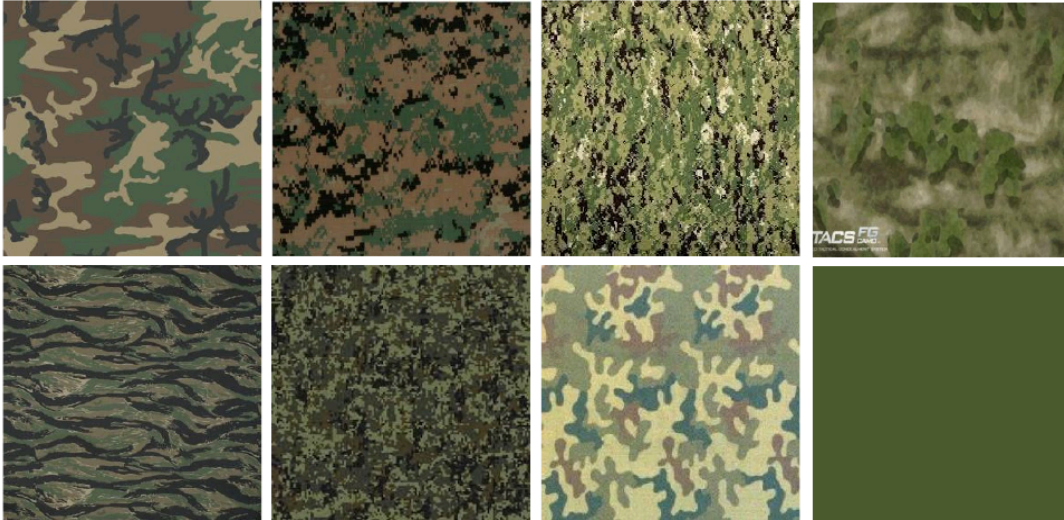


The examples above illustrate tan- and desert-dominant patterns. Exact commercial pattern names are less important than presenting a clearly TAN overall appearance.

GREEN CAMOUFLAGE EXAMPLES

Coalition Expeditionary Group (GREEN)

• GREEN



The examples above illustrate woodland- and green-dominant patterns. Exact commercial pattern names are less important than presenting a clearly GREEN overall appearance.

COMMUNICATIONS

Command, squad and emergency traffic

Radio Requirements

- Radios are required for Squad Leaders, Executive Officers, and Commanding Officers.
- Players may use legally permitted radios capable of monitoring their assigned event channels.
- Faction and squad channel assignments will be briefed on game day.
- Monitoring or intentionally interfering with the opposing faction's communications is prohibited.

Radio Discipline

- Think before transmitting.
- Use your call sign or unit name.
- State the recipient, then identify yourself.
- Keep reports brief and include location, contact, and requested action.
- Emergency traffic has priority.

Emergency / Event Control	Channel 1
GREEN Command	Assigned at briefing
GREEN Squads	Assigned at briefing
TAN Command	Assigned at briefing
TAN Squads	Assigned at briefing

PLAYER CHECKLIST AND FAQ

Final preparation

Player Checklist

☐ Eye protection	☐ Faction-correct uniform
☐ Dead rag	☐ Two tourniquets
☐ Bio-BBs	☐ Water / hydration
☐ Replica and magazines	☐ Charged batteries / gas
☐ Radio if assigned	☐ Approved sidearm for restricted classes
☐ Waiver / registration	☐ Positive sportsmanship

Frequently Asked Questions

WHERE MAY I RESPAWN?

At any FOB currently controlled by your faction.

WHO MAY HEAL ME?

Only a designated Medic.

WHEN DO TOURNIQUETS COME OFF?

Only after reaching and respawning at a FOB controlled by your faction.

IS BADLANDS FORWARD AIR BASE A RESPAWN POINT?

No.

HOW IS THE AIRFIELD CONTROLLED?

By controlling the Command Post and a majority of designated airbase buildings.

ARE MISSION CHANGES POSSIBLE?

Yes. Follow updates issued by your commander.

WHAT IF MY CAMOUFLAGE IS QUESTIONABLE?

Contact Badlands Airsoft before the event for approval.

OPERATION BLACK HORIZON

The battle for Korova begins here

**READ THE PACKET.
FOLLOW YOUR COMMAND.
CALL YOUR HITS.
PLAY WITH HONOR.**

The outcome of this operation will shape the next chapter of the War for Korova.